Data East USA, Inc.
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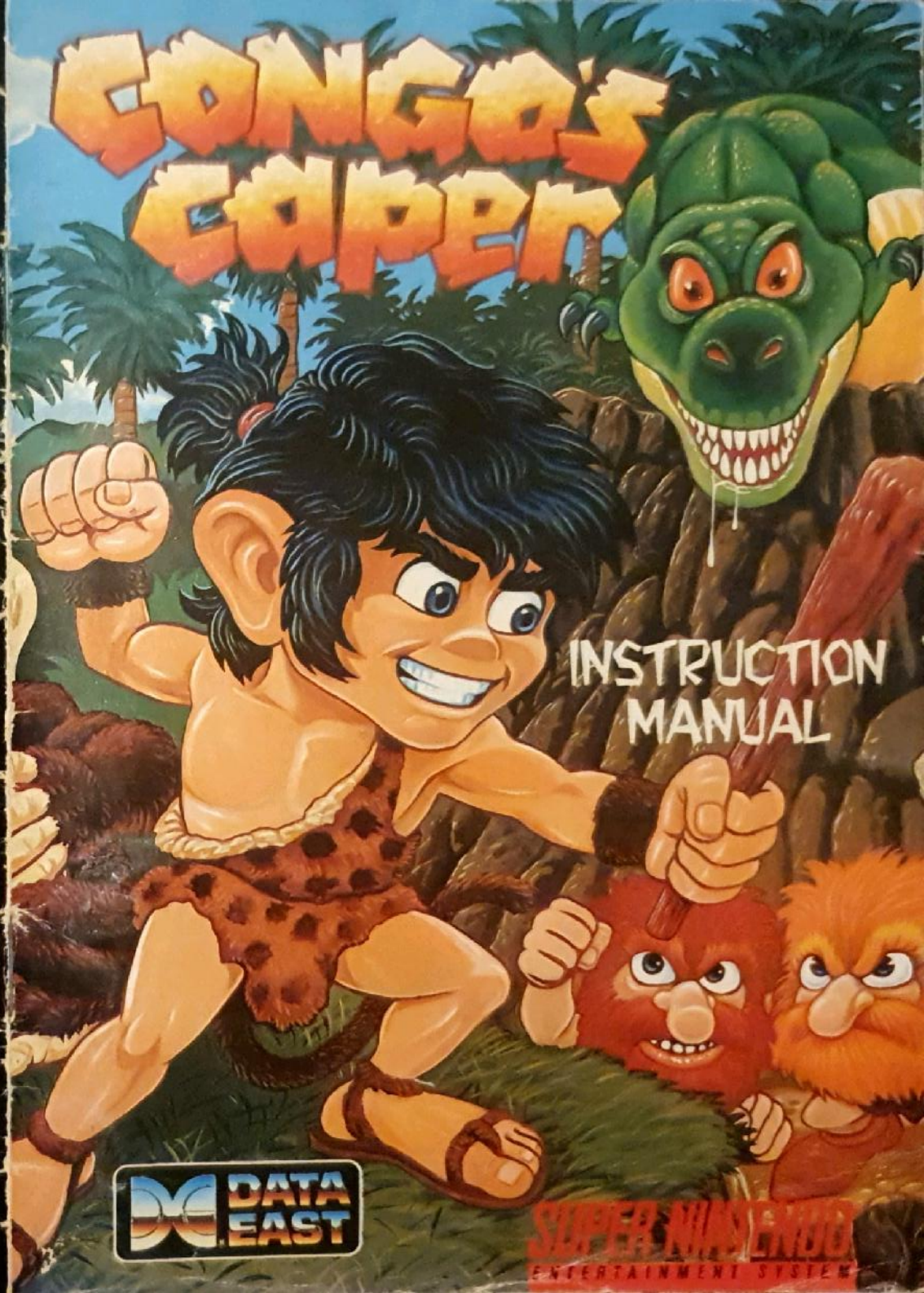
CONGO'S CAPER

INSTRUCTION MANUAL



DATA EAST

SUPER NINTENDO ENTERTAINMENT SYSTEM

Thank you for purchasing CONGO'S CAPER from Data East for your Super Nintendo Entertainment System. For maximum enjoyment, please read this Instruction Manual thoroughly before playing.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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IT'S AN EVOLUTION REVOLUTION!

If you were a monkey, just hangin' out in the jungle with your chimp-chick, and a magic ruby fell out of the sky and zapped you both, turning you into half-humans, and a demon-kid swooped down and made off with your girl — what would you do? You'd high-tail it after them and stop at nothing to save her, that's what — 'cause you're Congo, the monkey-turned-superkid, and only you can uphold the law of the jungle! But it's more than a jungle out there — your search for little Congette will take you from ghost towns to pirate ships to ninja castles to the belly of a Tyrannosaurus. This is no time for a banana-break — you'd better get down to monkey business!

GETTING STARTED

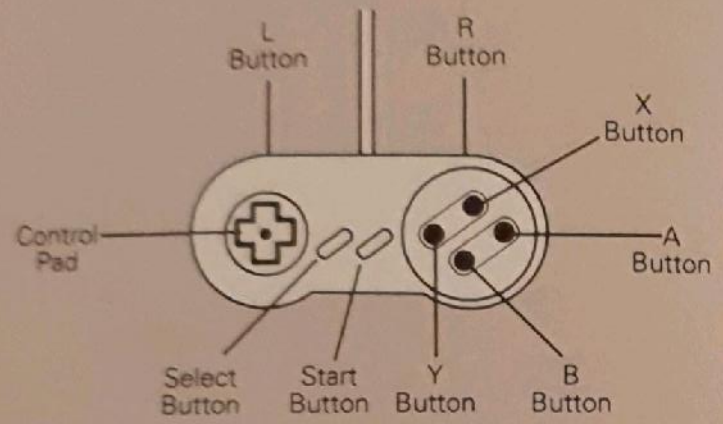
Insert your CONGO'S CAPER game pak into the Super Nintendo Entertainment System and turn the power on.

The Title Screen will appear, offering you four choices: 1P GAME, 2P GAME, PASSWORD, and OPTION. Choosing 2P GAME allows two players to take turns playing.

OPTION SCREEN

This allows you to change the functions of the A,B, X and Y Buttons, and to choose stereo or mono sound. In a two-player game, both players can change their button functions at the same time; but only Player 1 can control the sound and exit.

GAME CONTROLS



A and B Buttons: Press to jump or swim.

X and Y Buttons: Press to attack.

Control Pad UP + A or B Button: High Jump.

Control Pad DOWN + A or B Button: Descend (you can only descend in certain places).

Control Pad LEFT or RIGHT + A or B Button: Long-distance jump.

Control Pad LEFT or RIGHT + L or R Button: Run extra-fast.

SCREEN INDICATORS

HOW TO PLAY

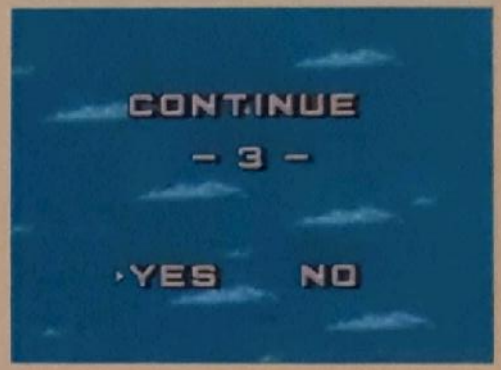
You begin each game with three lives. The first time you are hit, you will change from Congo back into a monkey. If you are hit while you're a monkey, you lose a life.

Picking up a Ruby will change you from a monkey back into Congo. Picking up three more Rubies will change you into Super Congo!

As Super Congo, you can jump super-high and even hover during a jump by repeatedly pressing the Jump Button.

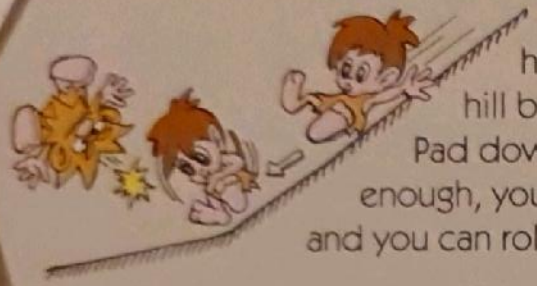
If you are hit while you're Super Congo, you will lose one unit of your Power Gauge. When you've lost all your units, you'll turn back into Congo. By picking up a Ruby before you lose all your units, you can replenish them. If you pick up a Ruby when your Power Gauge is full, you'll receive an extra life.

If you lose all your lives, the Continue Screen appears. If you choose not to continue, the Game Over Screen appears. In a two-player game, the Game Over Screen appears instead of the Continue Screen.



SPECIAL TECHNIQUES

SLIDING/ROLLING DOWN HILLS



When you are on a hill, you can slide downhill by pressing the Control Pad down. If you slide long enough, you will start rolling — and you can roll right into enemies!

JUMPING ON TOP OF ENEMIES

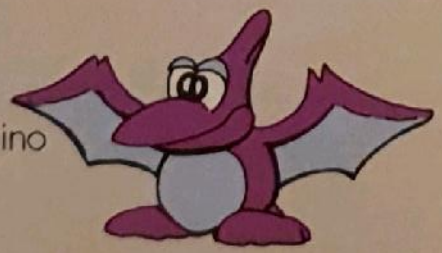
You can reach out-of-reach items by using an enemy character as a springboard! Time it well and you can make a Super High Jump.

DIVING

If you press the Control Pad down while jumping, you can dive right into enemies and clobber them!

PTERANODON-HITCHING

Hitch a ride on this airborne dino and fly to a different stage!



FUZZYNECKS

Fuzzynecks can be used for creative game play once your initial attack has stunned them.

Rolling Fuzzynecks: Push a stunned Fuzzyneck to roll him like a ball. Press the X or Y Button to push him away.

Throwing Fuzzynecks: Hit a stunned Fuzzyneck to throw him. You can throw him into other enemies to clobber them as well.

DESTROYING BLOCKS

You can destroy blocks found along the way by punching them. You can also destroy a row of blocks by throwing Fuzzynecks at them.

PICK-UP ITEMS

Diamonds: Collect 100 to receive an extra life.

Sapphires: Pick them up to spin the Slot Machine.

Rubies: Pick them up to increase your power or gauge level.

Big Diamonds: Find just one of these to receive an extra life!

THE SLOT MACHINE

Every time you obtain a Sapphire, the Slot Machine spins. When the following pictures match in all three windows, you'll receive a prize accordingly.

Fuzzyneck: One extra life.

Star: Two extra lives.

Monkey: Three extra lives.

Congo: Five extra lives.

Crown: Warp into another stage — a Lucky Zone!

GAME STAGES

Congo's Caper contains a total of thirty-five levels:

Five in the initial VALLEY stage

Four in the WATER stage

Four in the SPEEDING stage

Four in the GHOST & GHOULS stage

Four in the MODERN TECHNOLOGY stage

Four in the FINAL KINGDOM

The WATER, SPEEDING, GHOST & GHOULS, and MODERN TECHNOLOGY stages are selectable.

There are also ten secret stages to be found before you reach the FINAL KINGDOM.

Hint: In the GHOST & GHOULS stage, Fuzzynecks and Fireballs can only be defeated by turning on the light.

LIMITED WARRANTY

Data East USA, Inc. warrants to the original purchaser only that the Game Pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the Game Pak to Data East USA, Inc. or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the Game Pak) is the full extent of our liability.

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